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occlusion and augmented reality

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- 1 A semi-automatic method for resolving occlusion in augmented real**
Lepetit, V.; Berger, M.-O.;

Computer Vision and Pattern Recognition, 2000. Proceedings. IEEE Conferenc
on , Volume: 2 , 13-15 June 2000
Pages:225 - 230 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(1340 KB\)\]](#) **IEEE CNF**

- ## 2 Handling occlusion in augmented reality systems: a semi-automatic method

Lepetit, V.; Berger, M.-O.;
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Symposium on , 5-6 Oct. 2000
Pages:137 - 146

[\[Abstract\]](#) [\[PDF Full-Text \(1900 KB\)\]](#) **IEEE CNF**

- ### 3 An occlusion capable optical see-through head mount display for supporting co-located collaboration

Kiyokawa, K.; Billinghamurst, M.; Campbell, B.; Woods, E.;
Mixed and Augmented Reality, 2003. Proceedings. The Second IEEE and ACM
International Symposium on , 7-10 Oct. 2003
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[\[Abstract\]](#) [\[PDF Full-Text \(818 KB\)\]](#) **IEEE CNF**

- #### 4 Optical occlusion and shadows in a 'see-through' augmented reality display

Tatham, E.W.;
Information Visualization, 1999. Proceedings. 1999 IEEE International Confer